IMAGE GENERATION SYSTEM AND PROGRAM

This application is the National Phase International Application PCT/JP00/03589, filed June 02, 2000.

Technical Field

The present invention relates to an image generation

5   system and program.

Background of Art

There is known an image generation system for generating

an image visible from a given view point within an object space

10   which is a virtual three-dimensional space. This image

generation system is highly popular as a system which is capable

of experiencing a so-called virtual reality. If such an image

generation system is used for a gun game, a player (or operator)

can enjoy a three-dimensional game by using a gun-type

15   controller (or shooting device) to shoot target objects such

as enemy characters (or objects) which are displayed on a

screen.

In such an image generation system, it becomes an important

technical problem to generate a more realistic image for

20   improving the virtual reality. It is thus desirable that the

motion of enemy characters can more realistically be

represented as well. The image generation systems of the prior

art have represented the motion of enemy characters by selecting

a previously provided motion data and playing (replaying) a

25   motion based on the selected motion data.

However, such a technique of playing the motion based on

the motion data had the following problems: